Instructions for handling "Nanjamonja"

Thank you very much for purchasing the mysterious creature "Nanjamonja". First, please read this instruction manual.

♥Raise the mysterious creature "Nanjamonja" and make eggs!

You can raise two of these mysterious creatures, "Nanjamonja," together and have them lay eggs. You can also connect two "Nanjamonja" units and swap their pets.

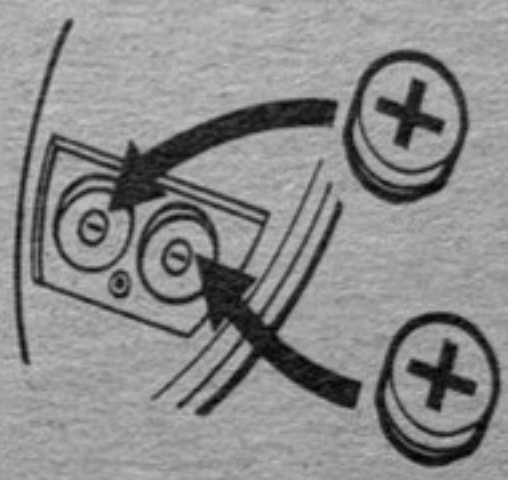
♥About batteries...

☆When you first start

Please pull out the "insulating sheet" on the side of the main unit.

If the screen does not display anything, gently press the reset button with a pointed object (such as a ballpoint pen).

*The included batteries are for testing purposes only. (Batteries are not included in the price of this product.) Please replace the batteries (LR44 x 2) when the screen becomes difficult to see.

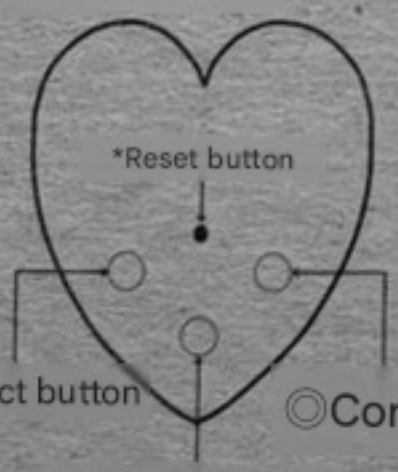


☆How to change the battery,

Remove the screws with a Phillips head screwdriver and replace the old batteries with new ones (2 x LR44 batteries). (Make sure to insert them correctly, paying attention to the polarity.)

♥About operations①

☆How to use the button



*Reset button

This is used when you want to start over from the beginning.

Note: If the clock setting screen does not appear, please press again.

Ⓐ This is used to change the menu or to set the time on a clock.

This is used when you want to cancel or remove any of the items in B.

◎Used to select each item or to set the "minutes" on the clock.

*You can move the menu cursor backward by holding down A and pressing B.

♥How to set the clock

When the device is powered on (or when the reset button is pressed), the time setting screen will appear.

☆Steps for matching

① On the normal screen (the screen where two "Monja" characters are displayed), press the ◎ button to switch to the clock display screen.

② Pressing buttons Ⓐ and Ⓑ simultaneously will display "SET".

Set the time with the Ⓐ button and the minutes with the ◎ button, then press the B button to start.

♥When turning off the sound

Pressing button Ⓐ on the clock screen will mute the sound. Pressing it again will turn the sound back on.

♥About operations②

☆About the menu

"On the Screen"

Switching between breeding screens...Used when you want to choose one of two animals.

Status display... Displays Monja's age, weight, and other status information.

Meals... We give them rice, vegetables, and snacks.

Mini-game... You can play "Monja".

Injection... This is used when "Monja" gets sick.

"Under the Screen"

Saikyodai:

Toilet & Bath... When Monja poops, flush the toilet. If you choose to have Monja poop when he's not there, he'll take a bath.

Lights... Turn them off once Monja has fallen asleep.

Discipline... This is used when Monja is being spoiled or selfish.

Communication 'Trade'... Used when you connect two devices and exchange items like monjayaki.

Call... This light illuminates when "Monja" is calling you. (Cannot be selected.)

♥ How to make "Monja"

A newborn "monja" can't do anything on its own. You, its mother, must raise it with love.

If you raise the two together harmoniously, they may combine and lay an egg. The baby that hatches from the egg will become a new "Monja," and if you raise it well, something wonderful will surely happen... Note: The friendship level will not increase unless you display the screen with both of them.

☆What if "Monja" were to die out...?

On the screen showing the grave, press the Ⓐ and ○ buttons simultaneously. You can raise it from an egg again.

♥ Exchange "Monja"

If you have two units, you can exchange them with your friend's "Monja".

☆How to exchange via communication

① What we want to send to each other. Turn off the "Monja" breeding screen.

Select instead.

② Light up both communication indicators.

③ Connect the two units back to back and press the buttons on both.

④ Once the exchange is complete, disconnect it.

*If the device becomes disconnected during communication, please leave it disconnected until an error message appears on both devices. *Communication takes approximately 2 minutes to complete. If the connection is insufficient or the device becomes disconnected during this time, it may cause an error. If errors occur repeatedly, please secure the device with a band or similar device before continuing.

♥How to play mini games

☆Mini-game A [Coin-grabbing game]... Play with 2 animals

This is a game where you guess which of the two "monja" characters has the coin. Press the Ⓐ button to select the left "monja," and the ◎ button to select the right "monja."

☆Mini-game B (Walk) ... Play with one animal (only during the daytime)

Take "Monja" for a walk. This is a game where you collect food while jumping over tree stumps and other obstacles that appear along the way using the Ⓐ or ◎ button.

*The specifications of this product and the information contained in the instruction manual are subject to change without notice.

Please keep the instruction manual in a safe place.